

## CLAIMS

### HERE ARE THE PARAGRAPHS MARKED UP

(Cancelled) 1. I claim a game for at least one player comprising:

- a) at least one set of cards with a plurality of numerically numbered cards representing the possible outcomes from a dice means for determining a random number between a predetermined minimum and a predetermined maximum;
- b) a first wager location for accept a wager on at least one statistical event associated with the random generation of dice tolls according to a set of rules based on statistical odds;
- c) a location for receiving and displaying at least one of said plurality of numerically numbered cards and;
- d) a dealing means for dealing at least one of said cards at random.

(First Amended) 2. I claim a game for at least one player comprising:

- a) at least one set with a plurality of numerically numbered cards representing the possible outcomes from a dice means for determining a random number between a predetermined minimum and a predetermined maximum; and [The game of claim 1 wherein the at least one set of a plurality of numerically numbered cards further comprise] a first set of cards and a second set of cards
- b) an automatic dealing means for randomly shuffling and dealing at least one of said cards from each of the first and second set of cards at random and wherein the dealing means selects from the first set of cards a first numbered card and from the second set of cards a second numbered card so that the total of the two cards may be added to obtain a number combination.

(First Amended) 3. The game of claim 5 [1] wherein at least one statistical event is determined

from the statistical events from the group consisting of 1) a traditional craps game, 2) a Four The Money game, 3) a high roller of the month game, 4) a high low craps, and 5) a roulette game.

(Cancelled) 4. The game of claim 1 wherein the plurality of numbers are cards represents the possible outcome from combinations of two dice with 6 [at least 4] sides.

(First Amended) 5. The game of claim 2 wherein the first set of cards and second set of cards represent the possible outcomes with a first and second dice having 6 [at least 4] sides.

(First Amended) 6. The game of claim 2 [1] further comprising at least one special card which represents [represent] an object other than a number between the predetermined minimum and predetermined maximum.

(First Amended) 10. The game of claim 2 [1] wherein the corresponding dice rolls of a set of dice having results between the predetermined minimum and predetermined maximum are generated by repeatedly shuffling either two sets of six cards numbered 1 through 6, or one set of 36 cards representing all of the rolls of a set of dice.

(First Amended) 11. I claim a game for at least one player comprising:

a) at least one set with a plurality of numerically numbered cards representing the possible outcomes from a dice means for determining a random number between a predetermined minimum and a predetermined maximum;

b) a first wager location for accept a wager on at least one statistical event associated with the random generation of dice tolls according to a set of rules based on statistical odds;

c) a location for receiving and displaying at least one of said plurality of numerically numbered cards;

d) a dealing means for dealing at least one of said cards at random; and

[The invention of claim 1] further comprising a plurality of card locations for receiving a plurality of cards from the dealing means and a separate user selection location for a user to select at least one first card location from the plurality of card locations as the location for the at least one card to be used to determine the random number.

(First Amended) 12. I claim a method for playing a game for at least one player comprising the steps of:

a) dealing at least one of a plurality of numerically numbered cards from an automatic dealing machine representing the possible outcomes from a dice means for determining a random number between a predetermined minimum and a predetermined maximum;

b) placing a wager on at least one of said cards matching at least one statistical event, a first wager location for accept a wager on at least one statistical event associated with the random generation of dice tolls according to a set of rules based on statistical odds

(First Amended) 13. The method of claim 12 wherein multiple decks are used and wherein dealing comprises the step of randomly selecting a card from each the multiple decks and dealing the card from an automatic dealing machine in order to determine the resulting total [amount] for each deal.

(First Amended) 15. The method of claim 12 wherein the step of dealing further comprises dealing [using] at least two separate cards from the automatic dealing machine for determining the random number.

(First Amended) 19. The method of claim 12 wherein the plurality of numerically numbered cards further comprises a first set of cards and a second set of cards and wherein the step of [with] dealing comprises the automatic dealing machine from dealing from the first set of cards a first numbered

card and from the second set of cards a second numbered card so that the total of the two cards comprises the [a] random number.

(First Amended) 27. The method of claim 16 wherein multiple decks are used and wherein the automatic shuffling machine [dealing means] randomly selects a card from a plurality of [the multiple] decks representing the outcome of dice rolls in order to determine the resulting roll for each roll in a series.

(First Amended) 36. I claim method of playing a roulette game wherein the roulette wheel is replaced with a dealing machine [means] for randomly selecting a card from at least one deck of cards with in the machine containing the numbers corresponding to the numbers on the roulette wheel which is replaced.

(Cancelled) 37. I claim method of playing a dice game wherein the dice are replaced with a dealing means for randomly selecting a card from at least one deck of cards containing the numbers corresponding to the numbers on the dice which are replaced.

#### REMARKS

##### PRIOR ART REJECTIONS:

Scarne teaches the basic game of craps from a multi card deck. The Scarne game has the problems which are corrected by the current invention.

In the Scarne game, a random result is not easily obtained since the deck is dealt out completely. In order to more fully randomize the result, the present invention reshuffles a deck, through the random selection of a card from a deck having all possible results in equal probabilities at each deal.

In addition, a second randomizing event, the selection of a card in one location, particularly where the location may be pre-approved before the cards are dealt, ensures player control which is not present in the randomizing method of Scarne.

Robinson teaches playing roulette where a machine deals cards which represent roulette wheel outcomes with both numbers and colors.

Aldridge discloses a method of combining card memorization with statistical probabilities. Therefore, Aldridge dealing techniques are the opposite of the techniques embodied in the present application which seeks to provide a completely random result, identical to that generated by a fair dice roll, utilizing cards. It allows the user the 'sense' of control or the allusion of control, by allowing the player to pick the location from which the cards will be selected. This improvement allows the player to get away from the impression that the dealing machine has complete control over the outcome, the machine presumably not being able to sense the locations selected by the user. In this respect, the dealing mechanism disclosed in Aldridge suffers from one of the problems of Scarne which is to foreclose random play of craps in the traditional sense.

The present invention has two primary improvements over the prior art. First, it uses modern dealing techniques to allow the game to be played quickly and efficiently with the deal being controlled by automated equipment and not an individual. While card dealing machines for dealing different numbers of cards are well known and extensively used in the art, it is submitted in light of the failure of the prior art to use automated machines in a card-dice replacement application, which is otherwise in demand (Scarnes), that it was not obvious otherwise. (Claim 2 as amended to clarify this compared to hand dealing) Further, this invention utilizes a randomizing technique to select two cards from a plurality of decks present in these machines. This would allow the deck shuffling to be replaced by a randomizing algorithm within the machine. (Claim 13)

The second improvement, not shown in Scarnes, as clarified in Claims 11 and 18, is to allow the player to confront the possibility of card manipulation. This is done by providing the player with a location where he selects which of a plurality of cards will be used for each roll. This allows the dealing equipment to deal at random, but for the card dealt at random to a particular location to be pre-selected by the player. Therefore, unless the machine knows what location is selected by the player, the possibility of manipulation is eliminated. This is distinguished from the games of skill discussed as this is a randomizing technique whereby both a player and dealer can randomize the same deal. This can be compared favorably to other techniques used, albeit for entirely different purposes, such as Squitieri (6,070,872) which randomly selects from a plurality of cards, but does so using dice which defeats much of the purpose of replacing cards with dice or Robinson (5,961,384) which selects outcomes with dice. The same can be said of other card-dice combination games such as Astaneha (6,302,295).

The commissioner is hereby authorized to charge any additional fees which may be required for this amendment, or credit any overpayment to Deposit Account 06-2129 in the name of Gregory M. Friedlander.

In the event that an extension of time is required, or which may be required in addition to that requested in a petition for an extension of time, the Commissioner is requested to grant a petition for that extension of time which is required to make this response timely and is hereby authorized

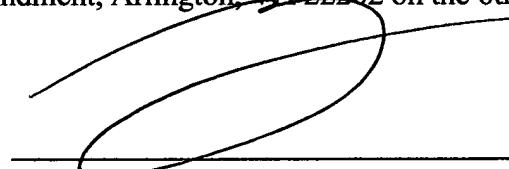
to charge any fee for such an extension of time or credit any overpayment for an extension of time to Deposit account 06-2129.

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